PlayStation

NTSC U/C

PlayStation™

三國無双

DYNASTY WARRIORS™

TEEN

T

AGES 13+

CONTENT RATED BY

ESRB

SLUS-00438

KOEI

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PlayStation DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

三國無双

DYNASTY WARRIORS™

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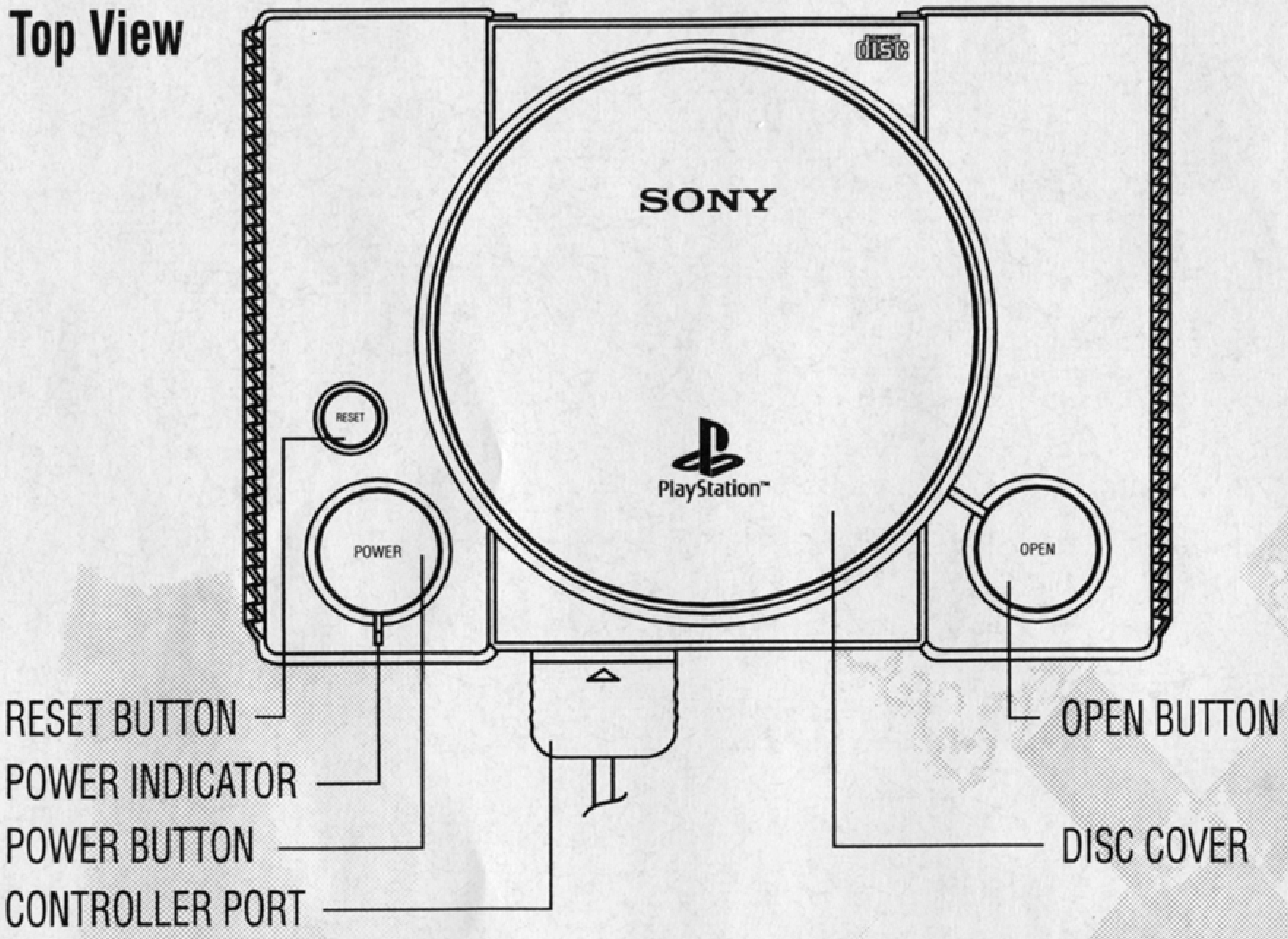
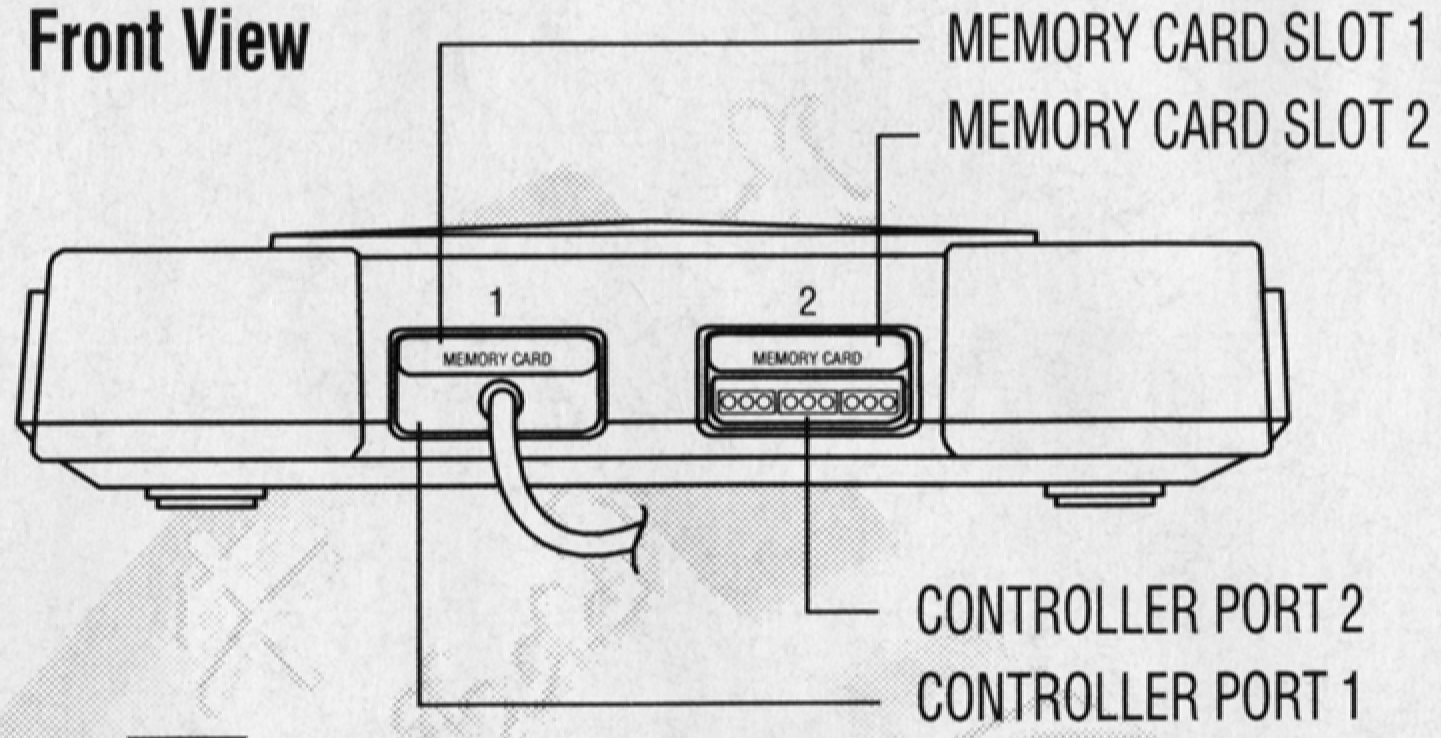
GETTING STARTED

THE CONSOLE


Top View
disc
SONY
PlayStation
RESET
POWER
OPEN
RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT
OPEN BUTTON
DISC COVER


Front View
MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
1
2
MEMORY CARD
MEMORY CARD
CONTROLLER PORT 2
CONTROLLER PORT 1

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Dynasty Warriors** disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

1. Insert Dynasty Warriors CD (label side up) into system. If you wish to be able to save your game data, insert a memory card (sold separately) into the system.
2. Turn on the PlayStation console. Wait several moments and the game's opening sequence will begin playing. Pressing the START button will skip to the Title Screen. Press START again to display the Mode Selection Screen.
3. Using the directional pad, choose an item from the Mode Selection menu, then press the START button to select.
4. In the Character Selection Screen, choose your character with the directional pad, then press ⊗ to select. ⊡ will select the character in the alternate color.

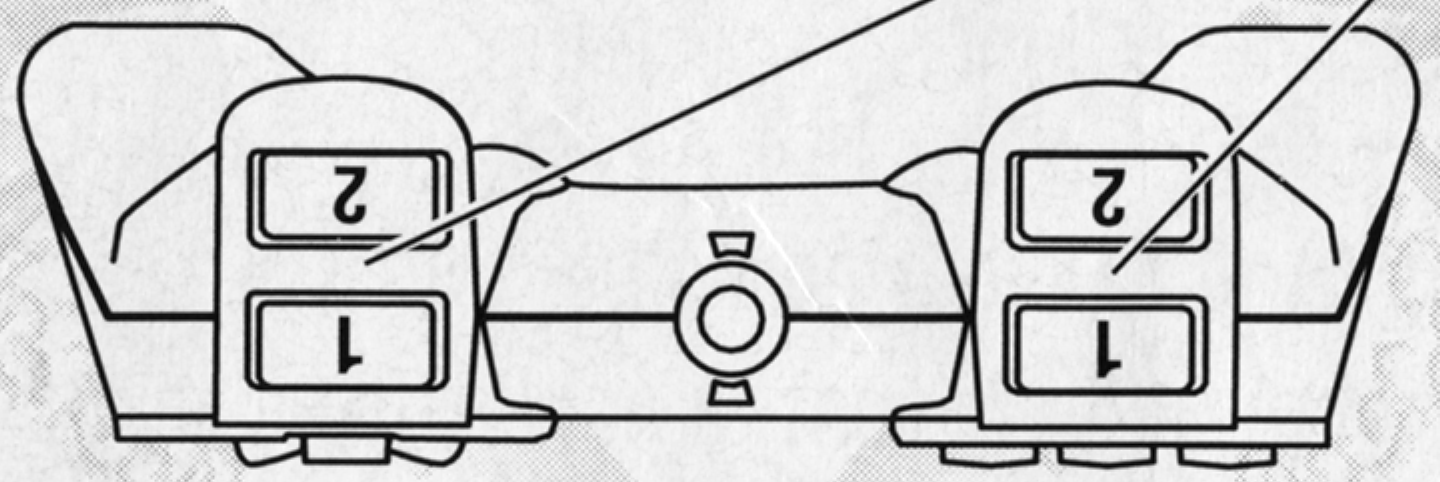
THE CONTROLLER

Note that the moves listed in this manual are written for characters facing the right side of the screen. For a character facing left, simply reverse the right and left equivalents on the directional pad.

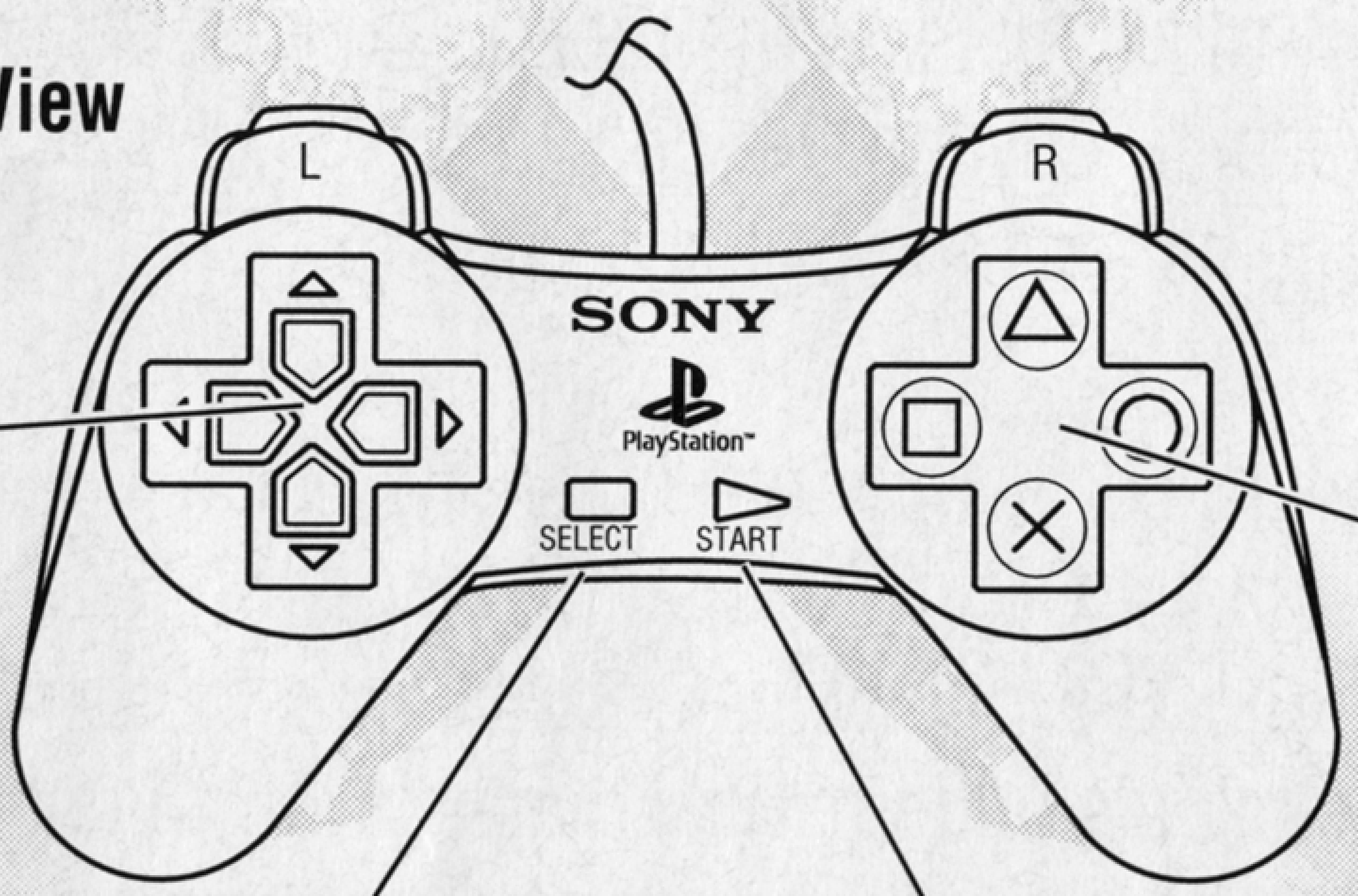
L1/L2, R1/R2 Buttons

Programmable (See pg 12.)

Front View



Top View



Directional Pad	
❶ Scroll through menus	
❷ Move a character	
➡	Move forward
⬅	Move backward
⬆	Jump
⬇	Crouch

SELECT Button

Hold down SELECT and START to exit from the game and return to the Mode Selection Screen.

START Button

❶ Start new game.

❷ Select a mode.

❸ Pause the game.

□ Button

Slash

△ Button

Thrust
Return to previous menu.

✕ Button

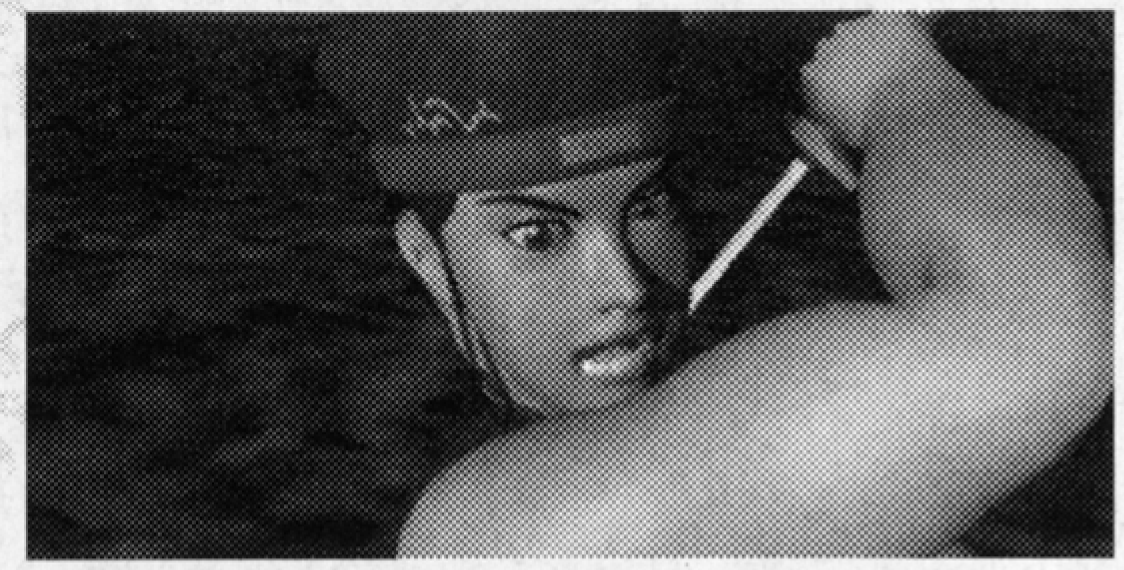
Parry
Enter a selection.

○ Button

Redirect
Cancel a selection.

THE STORY

Collapse of the Han Dynasty



The events told here are from China 1,800 years ago. Two hundred years after the Emperor Guang-Wu revives the Han Dynasty, war and chaos once again ensue. Despotic rulers, scheming eunuchs and bureaucratic infighting wreck the Eastern Han Dynasty. One violent faction, the dreaded Yellow Turban Rebels, roam the country removing officials by force.

During this chaotic time, an urgent order is sent to nobles to raise troops and defend Emperor Shao. Dong Zhuo, an ambitious and opportunistic warlord, defeats the rebel disturbance and takes the capital of Loyang. He declares himself Prime Minister and begins a tyrannical campaign to rule the country.

Many prominent nobles are alarmed by this turn of events. Together they form a league against Dong Zhuo, and pledge to overthrow him. At the same time, they individually strive to establish their own kingdom as the strongest in hope to unite the people under a new dynasty. For the next 100 years, China is torn apart by marauding warlords and warriors who seek to leave their mark on history.

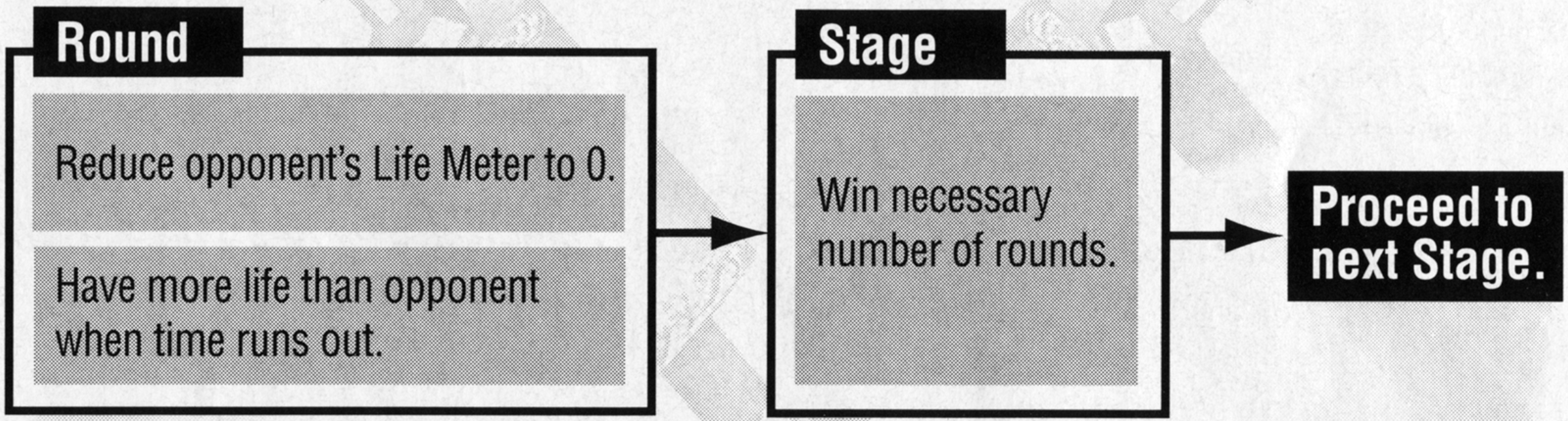
Warriors of The Three Kingdoms

Three men gain regional supremacy by the early third century — Cao Cao in Wei, Sun Quan in Wu, and Liu Bei in Shu. They are aided by warriors who disdain defeat — heroes who single-handedly challenge enemy forces to uphold the honor of their lord. When these fighting men meet, hardened by a hundred battles, only one can become “Musou — The Warrior Unequaled.”

GAME BASICS

VICTORY CONDITIONS

The game is divided into stages and rounds. Once you win the necessary number of rounds, you complete your current stage, and then advance to the next stage.

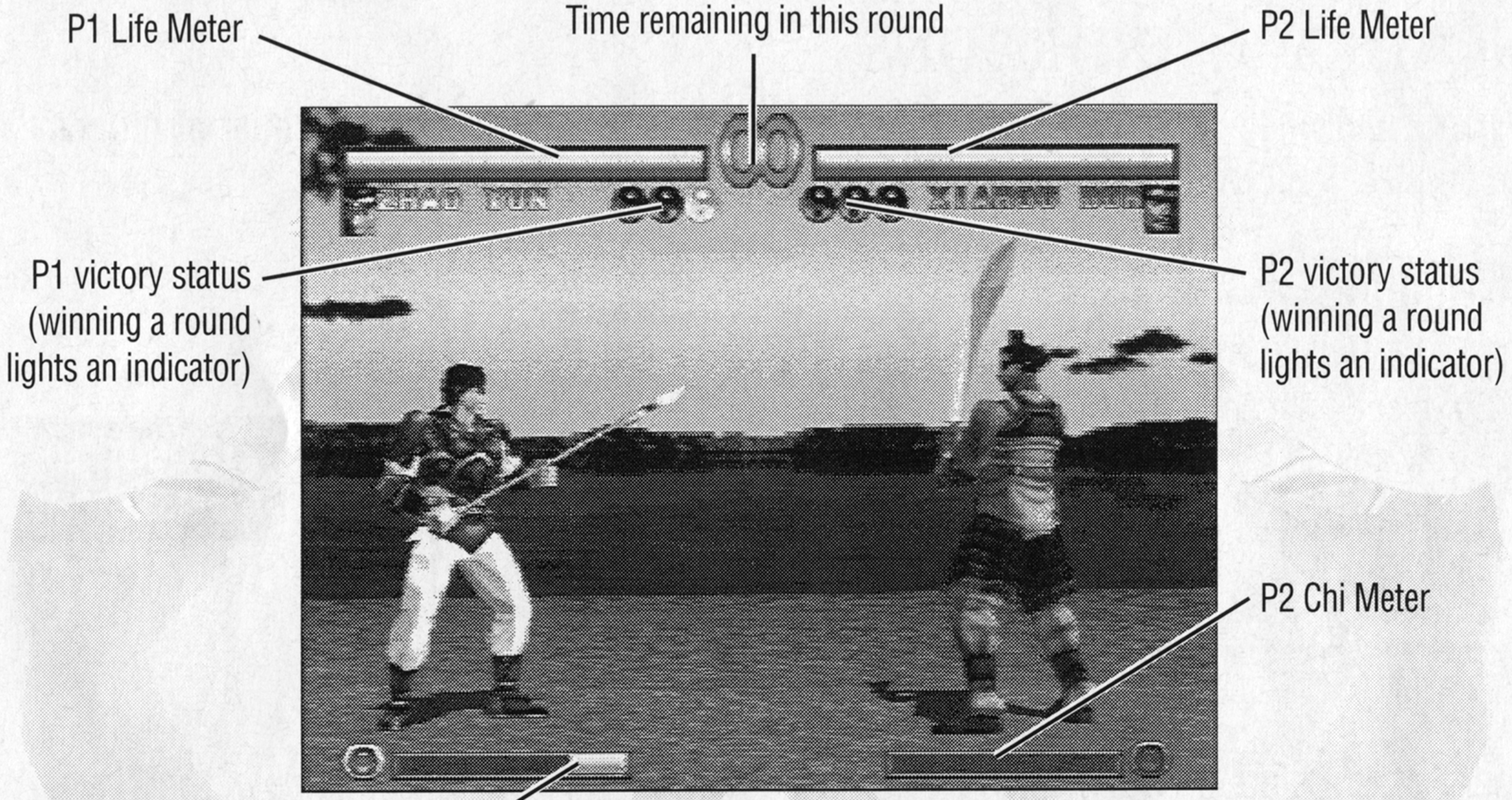

Round
Reduce opponent's Life Meter to 0.
Have more life than opponent when time runs out.
Stage
Win necessary number of rounds.
Proceed to next Stage.

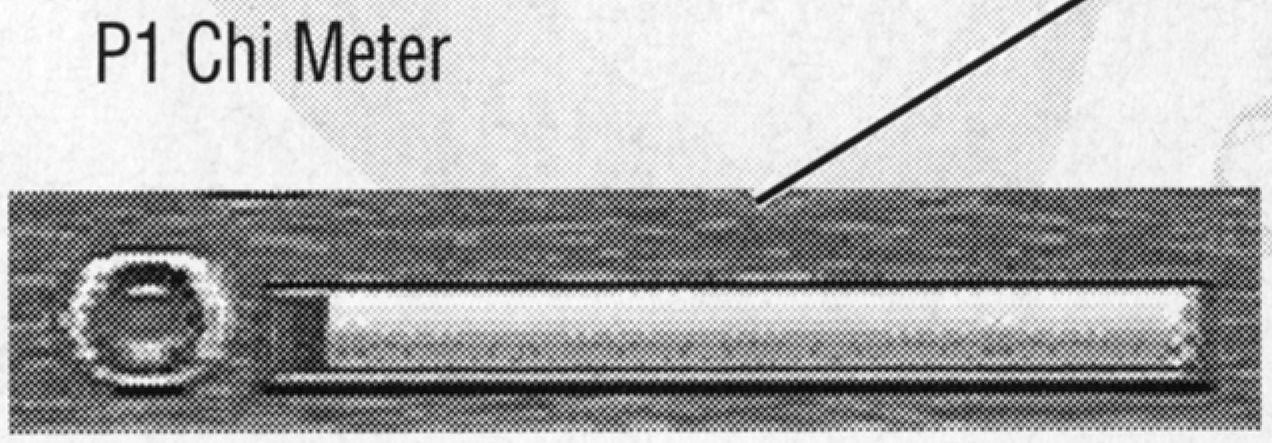
Game characters are grouped according to the historical story of the *Romance of the Three Kingdoms.* The color-coded character names indicate the grouping: *Yellow: Shu Kingdom, Green: Wei Kingdom, Red: Wu Kingdom, Blue: Others.* In 1P Battle, your character will only fight warriors from other kingdoms.

CONTINUE

Press START at the "CONTINUE" prompt to continue your game.

THE GAME SCREEN


P1 Life Meter
Time remaining in this round
P2 Life Meter
P1 victory status (winning a round lights an indicator)
P2 victory status (winning a round lights an indicator)
P2 Chi Meter


P1 Chi Meter

Chi – FIGHTER'S SPIRIT

The Chi Meter increases when you perform positive actions in battle (attack, dash in, parry, redirect, or win a weapon clash), and decreases when you perform negative actions (dash away, jump away, are parried, or are redirected). When the Chi Meter reaches maximum, the Musou indicator will light up and allow you to execute a Musou Attack (see p.9).

To exit from the fighting screen and return to the Mode Selection Screen, press SELECT and START.

You may reset during gameplay using the following method. Press the START button; press the SELECT button and choose the option to quit.

CHARACTER MOVES/CONTROLS

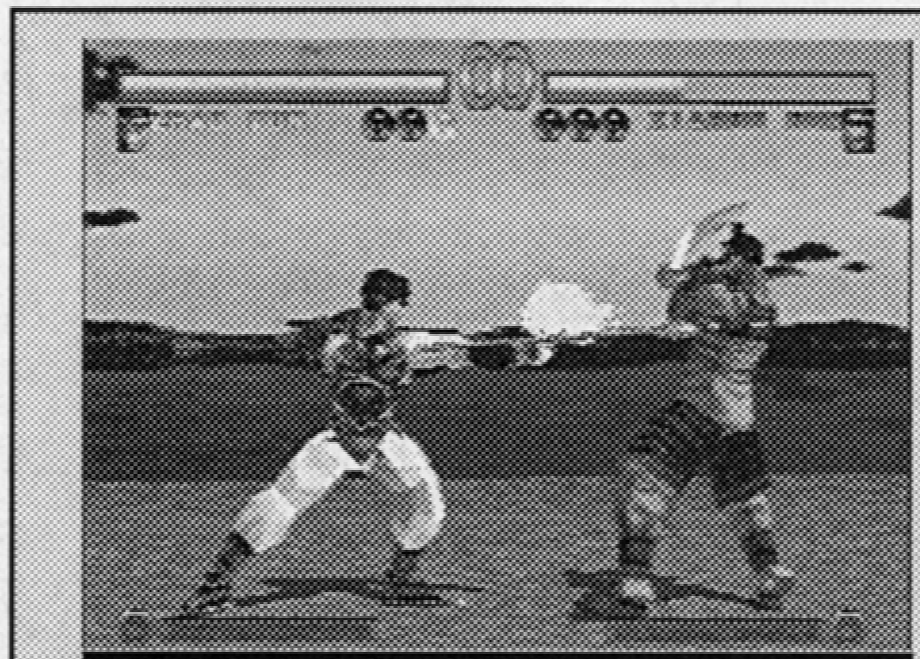
Command Input		
⇨ **Press directional pad in direction of arrow (short duration)**	➡ **Press directional pad in direction of arrow (longer duration)**	△ □ ○ ✕ **Press the indicated button(s)**

Each character has basic moves common to all the characters, as well as moves which are specific to that character.

ATTACKS

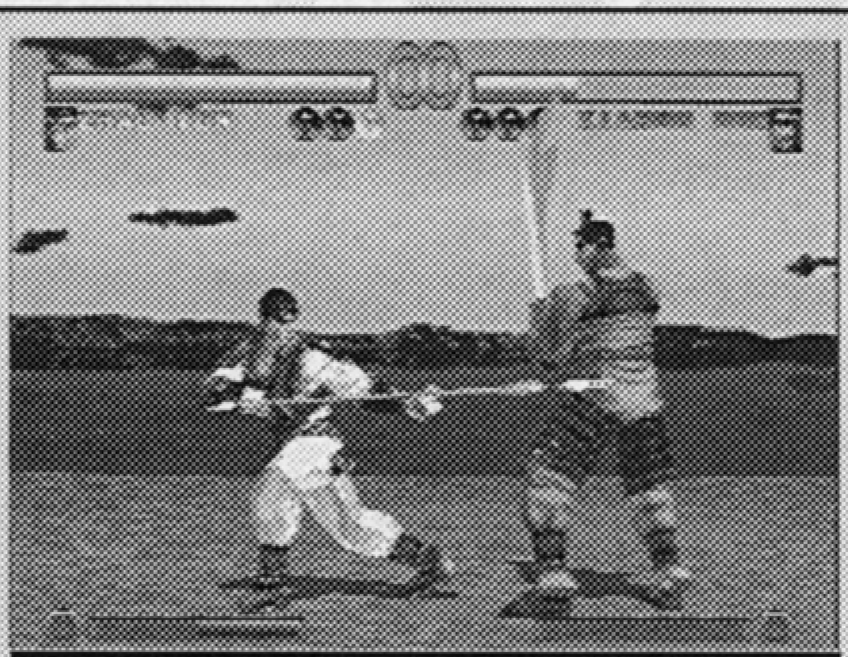
SLASH/THRUST

The two basic attack types, slashes and thrusts, are further divided into high, mid, and low versions.



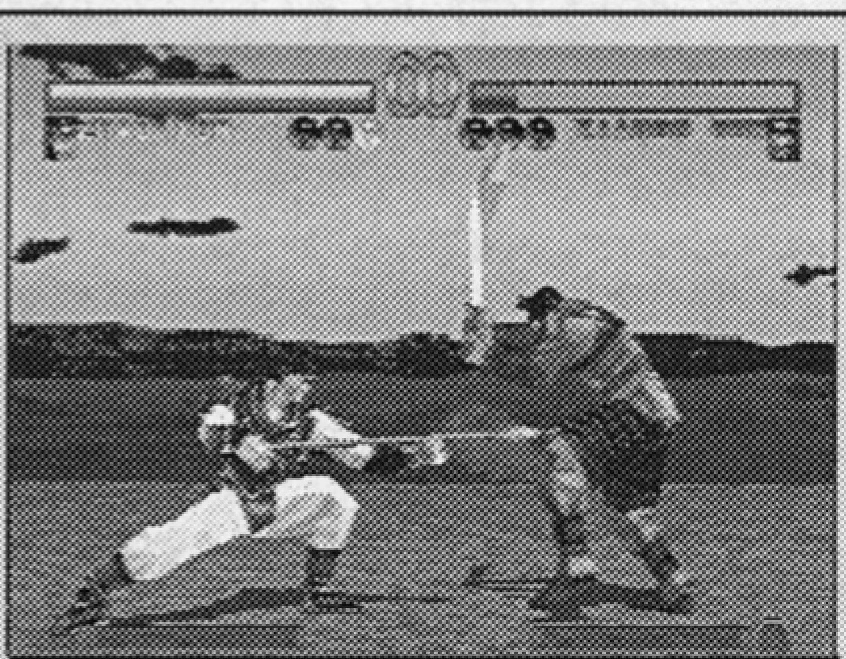
High Slash/Thrust

■ / ▲



Mid Slash/Thrust

↘ ■ / ▲



Low Slash/Thrust

⬇ ■ / ▲

LEAPING ATTACK

⇧ ■ or ⇧ ▲

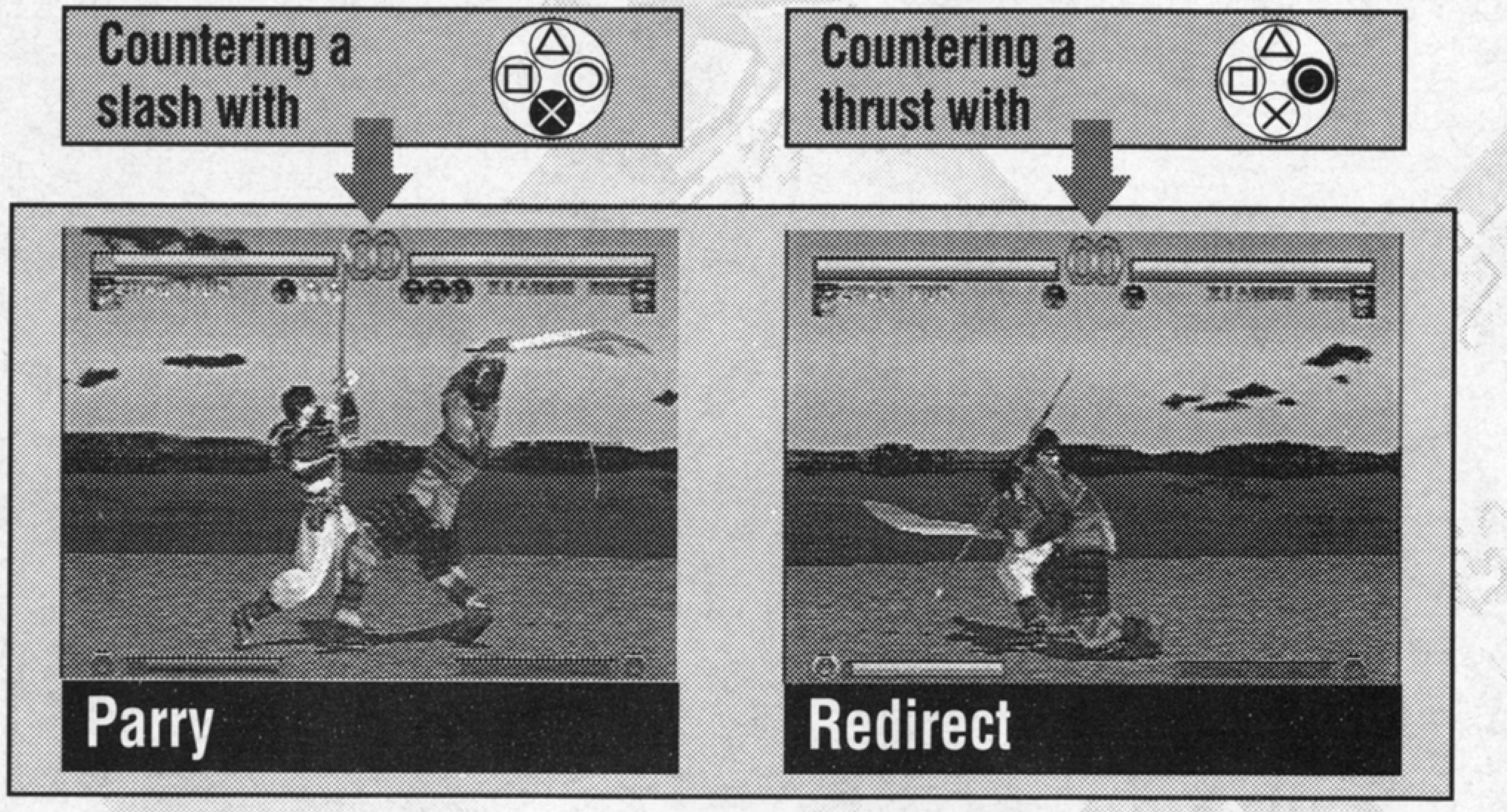
A jump attack is most effective against a downed opponent.

DEFENSE

To block high or mid attacks, the directional pad must be either neutral or ⇦ (away from your opponent). To block low attacks, the directional pad must be ⇩ or ⇙ .

PARRY/REDIRECT

Slashes and thrusts may also be countered by parrying and redirecting, respectively.



Countering a slash with ✕

Countering a thrust with ○

Parry

Redirect

With a successful counter, you will off-balance your opponent. If you use the wrong countermove, however (trying to parry a thrust or redirect a slash), you will off-balance yourself instead. Low attacks may not be countered.

GETTING UP

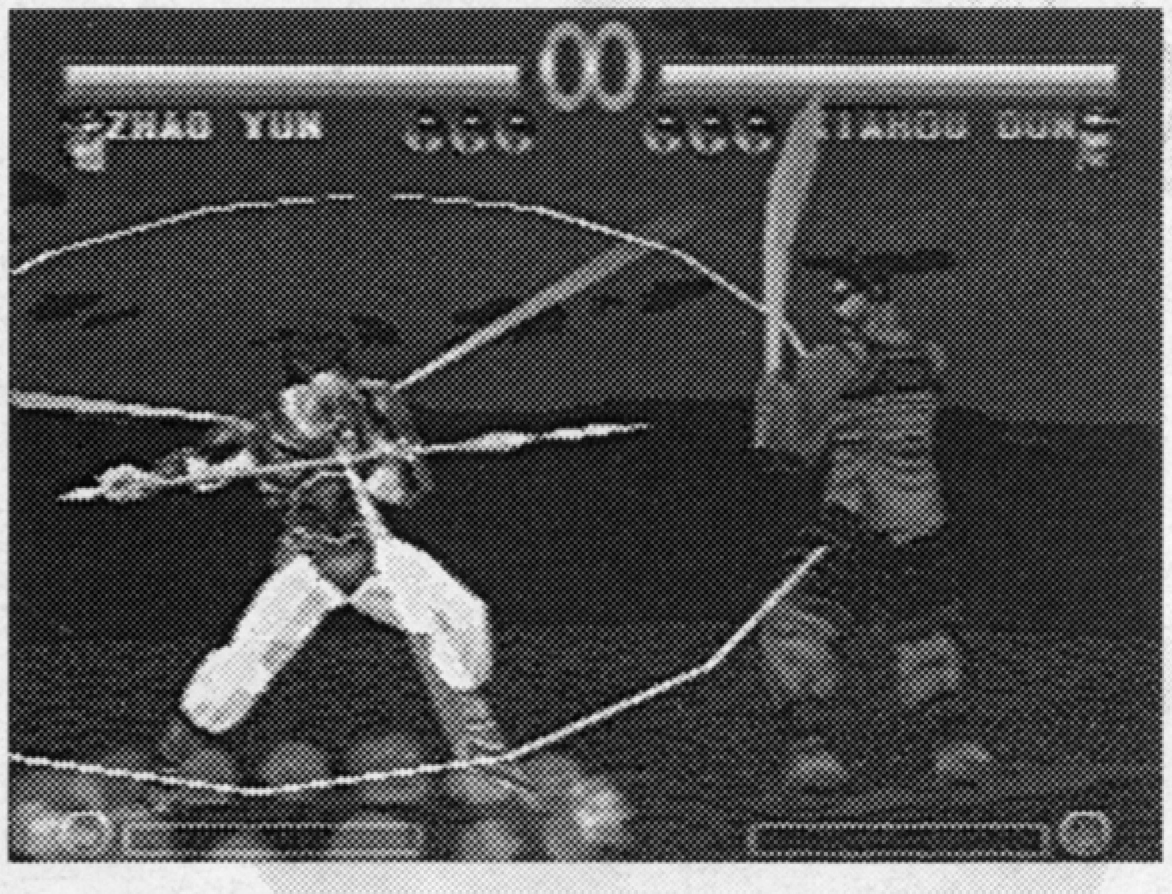
Use these commands when knocked to the ground.

⇧	Get up.	○	Roll to the side while getting up.
⇨	Roll forward while getting up.	△	Do a high attack after getting up.
⇦	Roll backward while getting up.	□	Do a low attack after getting up.
✕	Combine with another button to get up more quickly.		

OTHER BASIC MOVES

⇨⇨/⇦⇦	**Dash In/Away**	Tap twice quickly.
○✕	**Side Step**	Take a step to the side to dodge attacks.
△□	**Grab**	Execute a grab maneuver. Does not work against an opponent crouching or facing back.

MUSOU ATTACKS

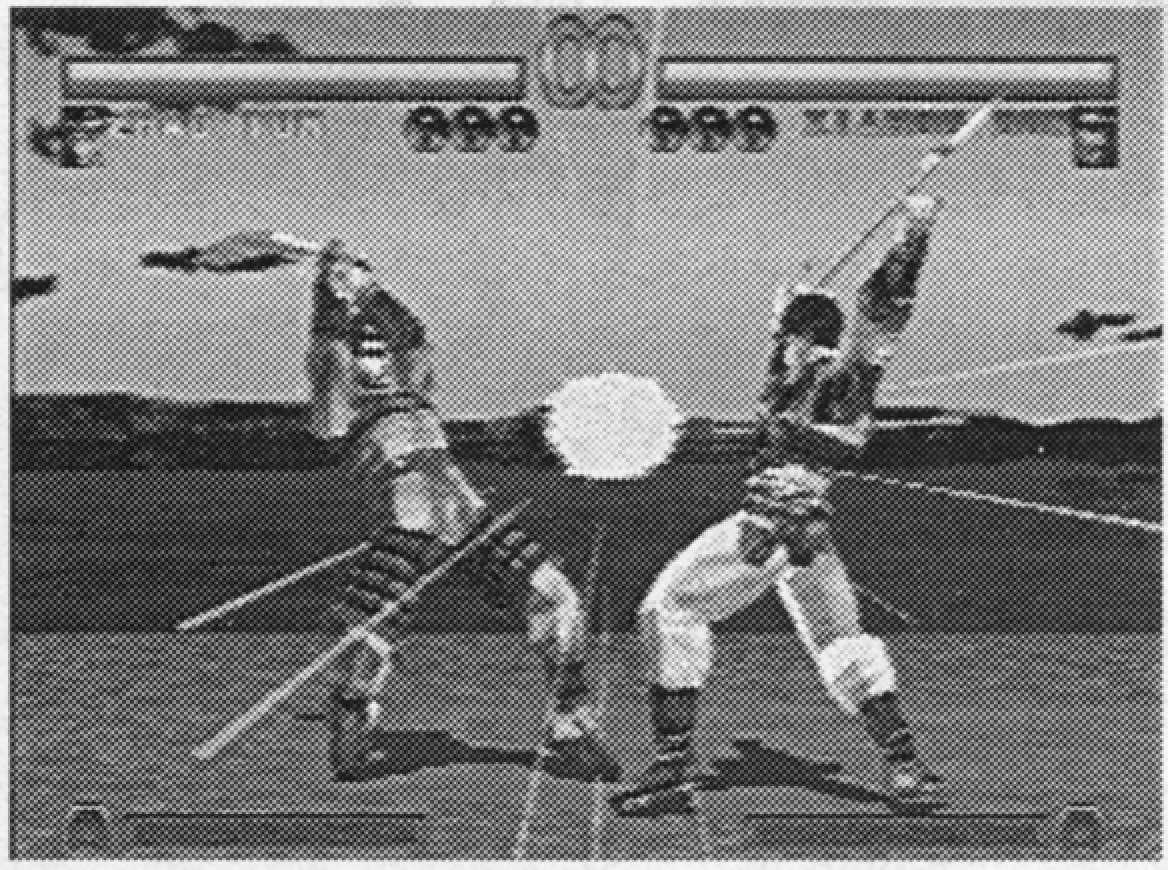


When your Chi Meter is yellow, or when your Life Meter is low enough (your remaining life bar will turn red), you will be able to deliver a powerful Musou attack. If both conditions apply, your Musou attack will be even more powerful and extended by a few extra hits. Each character has two different Musou combos: Musou Slash and Musou Thrust.

Musou Slash	⇩⇘⇨ □✕	**Musou Thrust**	⇩⇘⇨ △○

WEAPONS CLASH

When you and your opponent attack at the same time, you may enter a weapons clash. Whichever side presses their attack buttons more during the weapons clash will win, off-balancing the loser.



GAME MODES

Special Icons					
↻	Use same character as last time.	?	Random character select.	⏎	Enter your Selection.

1P BATTLE Play against computer-controlled opponents.

VERSUS Play against a human opponent. After selecting your character, use the directional pad to select your handicap level if the handicap option is ON in the Options menu. The lower the rating, the less damage your attacks do (but the higher the low Life Meter requirement is for a Musou Attack).

TEAM BATTLE Play a team battle against the computer or another player. Each team may select 3 members. You may not have more than one of any character on the same team. A team battle continues until either team loses all three fighters. You may adjust the level of life recovery after each victory with Options - Configuration - Recovery.

TOURNAMENT An 8-character elimination tournament. A tournament may not have more than one of any character. After all players have selected their character(s), you may assign the remaining character slots to the computer (characters will be assigned randomly) by selecting ⏎ . The initial match-ups in the tournament will be assigned randomly.

TIME TRIAL Finish the game in as little time as possible. You must win 2 rounds in each stage. Game difficulty settings do not affect this mode.

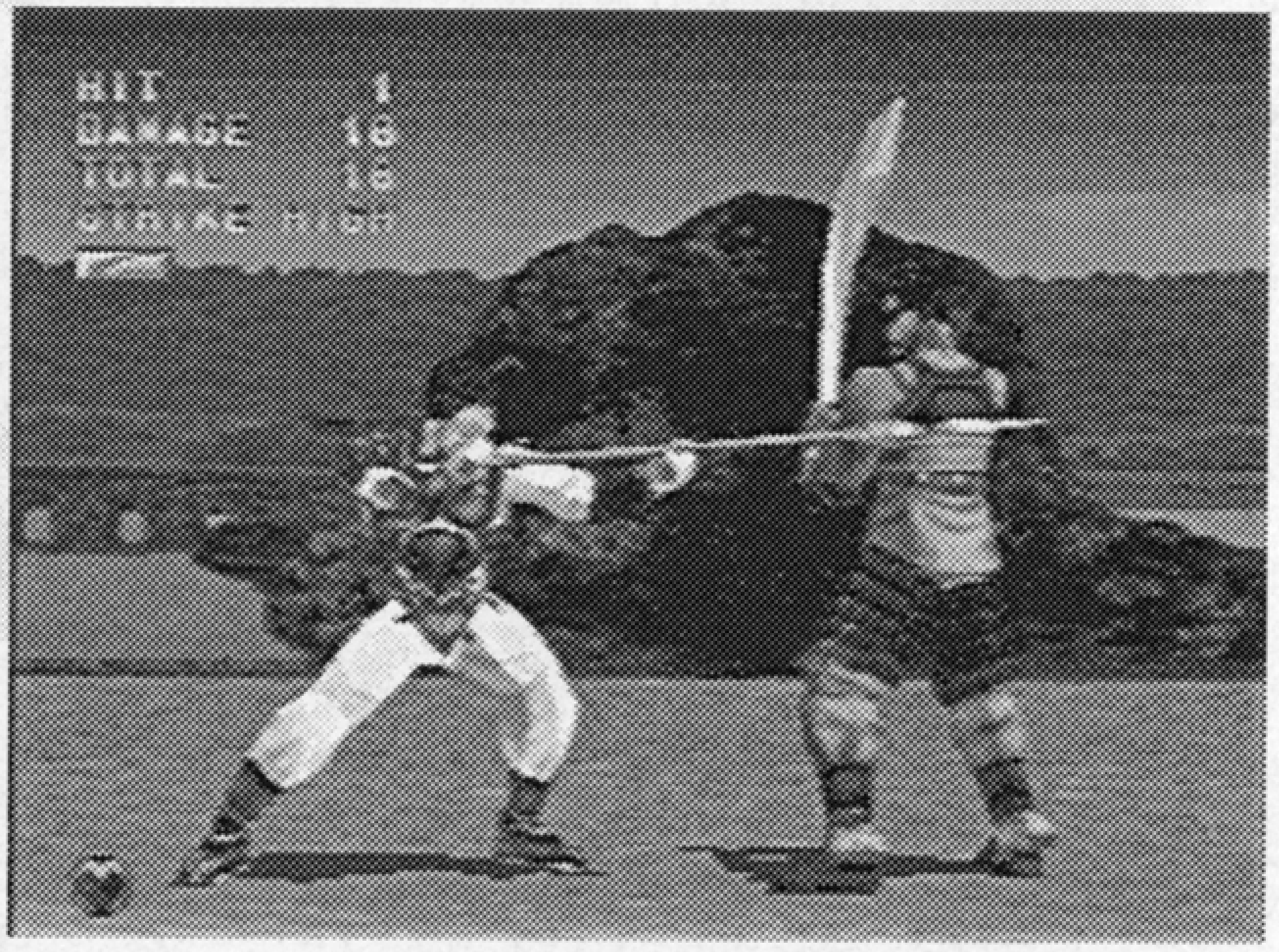
ENDURANCE With a single character and a single life bar, defeat as many computer-controlled opponents as you can. Each stage is a single-round match. Game difficulty settings do not affect this mode.

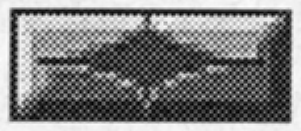
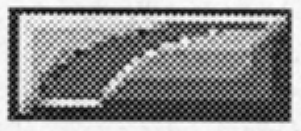
PRACTICE Practice using a character. During a practice session, press the SELECT button to call up the Practice Menu, in which you can change the following settings:

OPPONENT	Set the skill level of your opponent. When set to "NONE", your opponent will not attack at all.
MUSOU	Turn ON/OFF Musou Attacks (see p.9).
COUNTER	Turn ON to observe the damage caused when an attack is executed as a counter attack. A counter attack causes greater damage (red numbers).
DISPLAY	Turn ON/OFF your command input display at the bottom of the screen.
CHARACTER CHANGE	Exit the session to select a new character to practice with.
EXIT	Exit out of the Practice Menu.

The Practice Mode Display

HIT	Counts the total number of hits in multi-hit strings.
DAMAGE	How much damage your last hit did.
TOTAL	The total sum of all damage dealt during the last string of hits.
STRIKE	Indicates whether a strike is a high, mid, or low attack.



 (slash)  (thrust)

When one of these symbols appears is when the current attack can be countered. Use this to learn the proper timing of blocks. The blue symbol indicates that a parry should be used, and the red symbol indicates that a redirect should be used.

OPTIONS Change the game settings. Choose an option with the directional pad, then press ✖ to select. To exit from the Options Menu, select EXIT from the menu, or press ● or ▲.

CONFIGURATION

DIFFICULTY	Set the computer's skill level.
ROUND	Set the winning number of rounds per stage.
TIME LIMIT	Set the time limit for each round. Select ∞ for no time limit.
SELECTION	Set the format of the Character Selection Screen. Select QUICK TYPE for faster loading.
CONTINUE	SELECTABLE allows you to change characters at Continue in 1P Battle. AUTO selects the same character you were playing.
HANDICAP	For Versus and Team Battle modes, set whether or not you select a handicap level after choosing your character(s).
RECOVERY	For Team Battle mode, set the level of life recovery after each victory.

CONTROLLER

Pressing up or down on the directional pad, select the button you wish to change, then press left or right to choose what to set it to.

ATTACK 1	Slash	**DEF1+DEF2**	Sidestep
ATTACK 2	Thrust	**ATK1+DEF1**	△■○✖
DEFENSE 1	Parry	**ATK2+DEF2**	▲□●✕
DEFENSE 2	Redirect	**SPECIAL 1**	Musou Slash ⇩ ⇘ ⇨ + △■○✖
ATK1+ATK2	Grab	**SPECIAL 2**	Musou Thrust ⇩ ⇘ ⇨ + ▲□●✕

RECORDS

CHARACTERS	List percentage rate and how often each character has been selected.
WINNING AVERAGE	List winning percentages and win/loss records for each character from 1P Battle and Versus modes.
TIME TRIAL	List the best records from Time Trial mode.
1P BATTLE	List the best records from 1P Battle mode.
ENDURANCE	List the best records from Endurance mode.
SCORE BOOK	List how well each character has fared against specific opponents.
DELETE	Delete specified records. Highlight your choice and press ⊗ to delete.

SOUND

MUSIC VOLUME	Set the volume of the game music (OFF, 1-4).
SFX VOLUME	Set the volume of the game sound effects (OFF, 1-4).
SOUND	Set speaker output to STEREO or MONO.
ANNOUNCEMENT	Select the announcement from TYPE A, TYPE B, or OFF.
MUSIC TEST	Listen to game music.
SFX TEST	Listen to game sound effects.

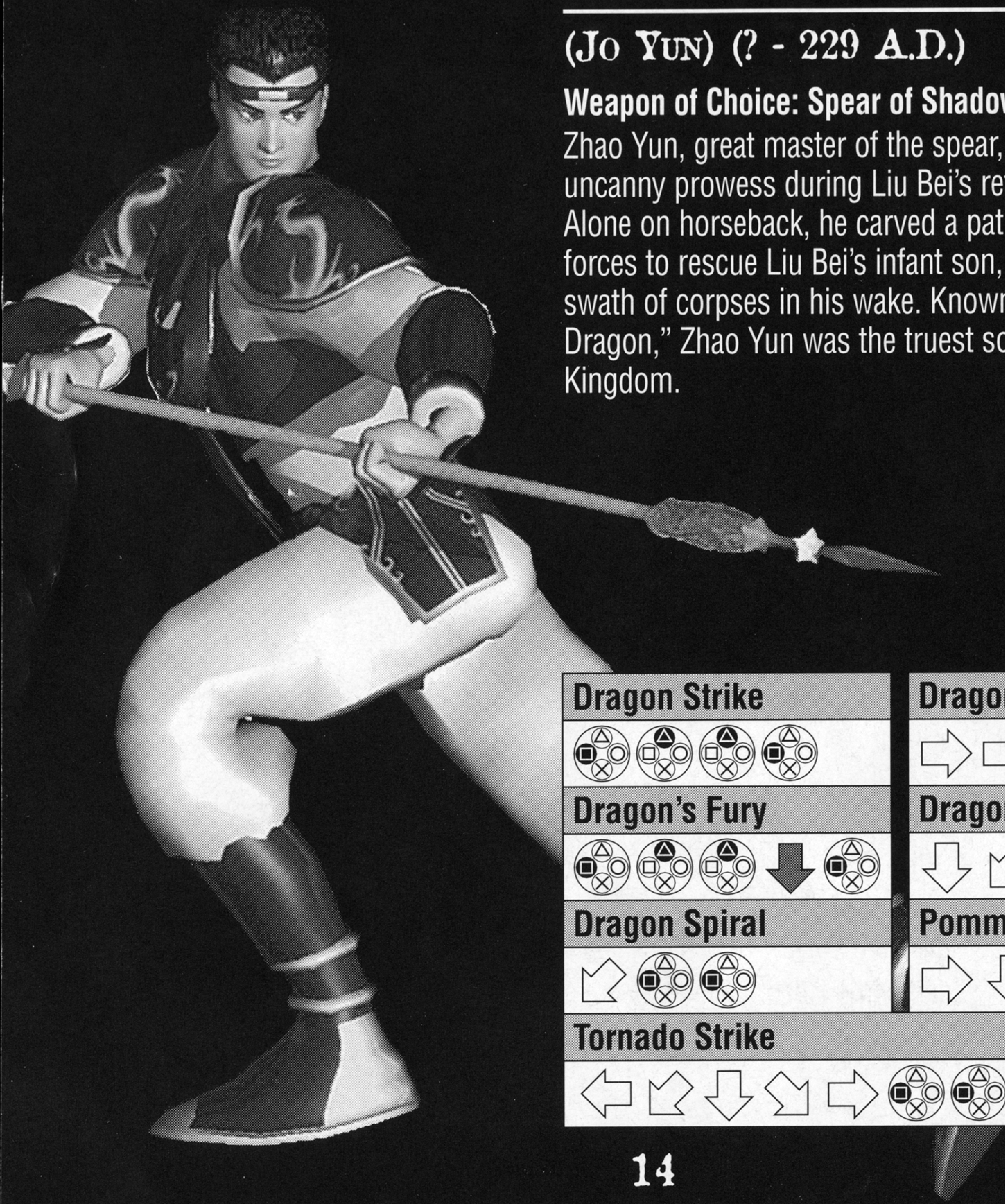
CHARACTER	Learn historical background and see animation of each warrior.

MEMORY CARD

SAVE	Save game data. The data will take up 1 block on your memory card.
LOAD	Load game data.
AUTO SAVE	Set whether or not the game will automatically save game data.

ZHAO YUN *SHU*

(JO YUN) (? - 229 A.D.)



Weapon of Choice: Spear of Shadow

Zhao Yun, great master of the spear, proved his uncanny prowess during Liu Bei's retreat at Chang Ban. Alone on horseback, he carved a path through enemy forces to rescue Liu Bei's infant son, leaving a gory swath of corpses in his wake. Known as the "Young Dragon," Zhao Yun was the truest son of the Shu Kingdom.

Dragon Strike

■ ▲ ▲ ■

Dragon Bite

⇨ ⇨ ▲ ▲

Dragon's Fury

■ ▲ ▲ ⬇ ■

Dragon Claw Swipe

⇩ ⬃ ⇦ ■

Dragon Spiral

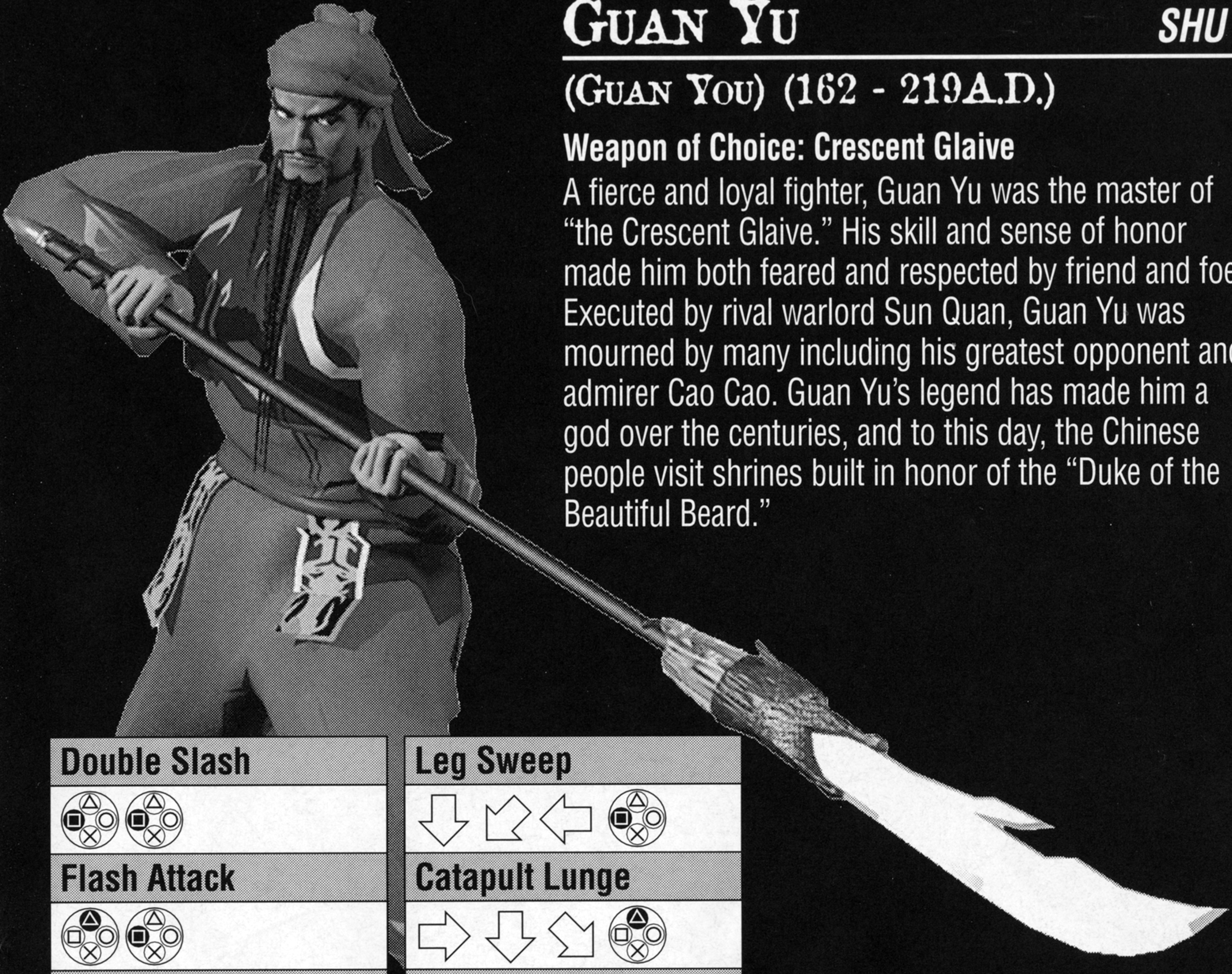
⬃ ■ ■

Pommel Blow

⇨ ⇩ ⬂ ■

Tornado Strike

⇦ ⬃ ⇩ ⬂ ⇨ ■ ■ ■



GUAN YU

SHU

(GUAN YOU) (162 - 219A.D.)

Weapon of Choice: Crescent Glaive

A fierce and loyal fighter, Guan Yu was the master of "the Crescent Glaive." His skill and sense of honor made him both feared and respected by friend and foe. Executed by rival warlord Sun Quan, Guan Yu was mourned by many including his greatest opponent and admirer Cao Cao. Guan Yu's legend has made him a god over the centuries, and to this day, the Chinese people visit shrines built in honor of the "Duke of the Beautiful Beard."

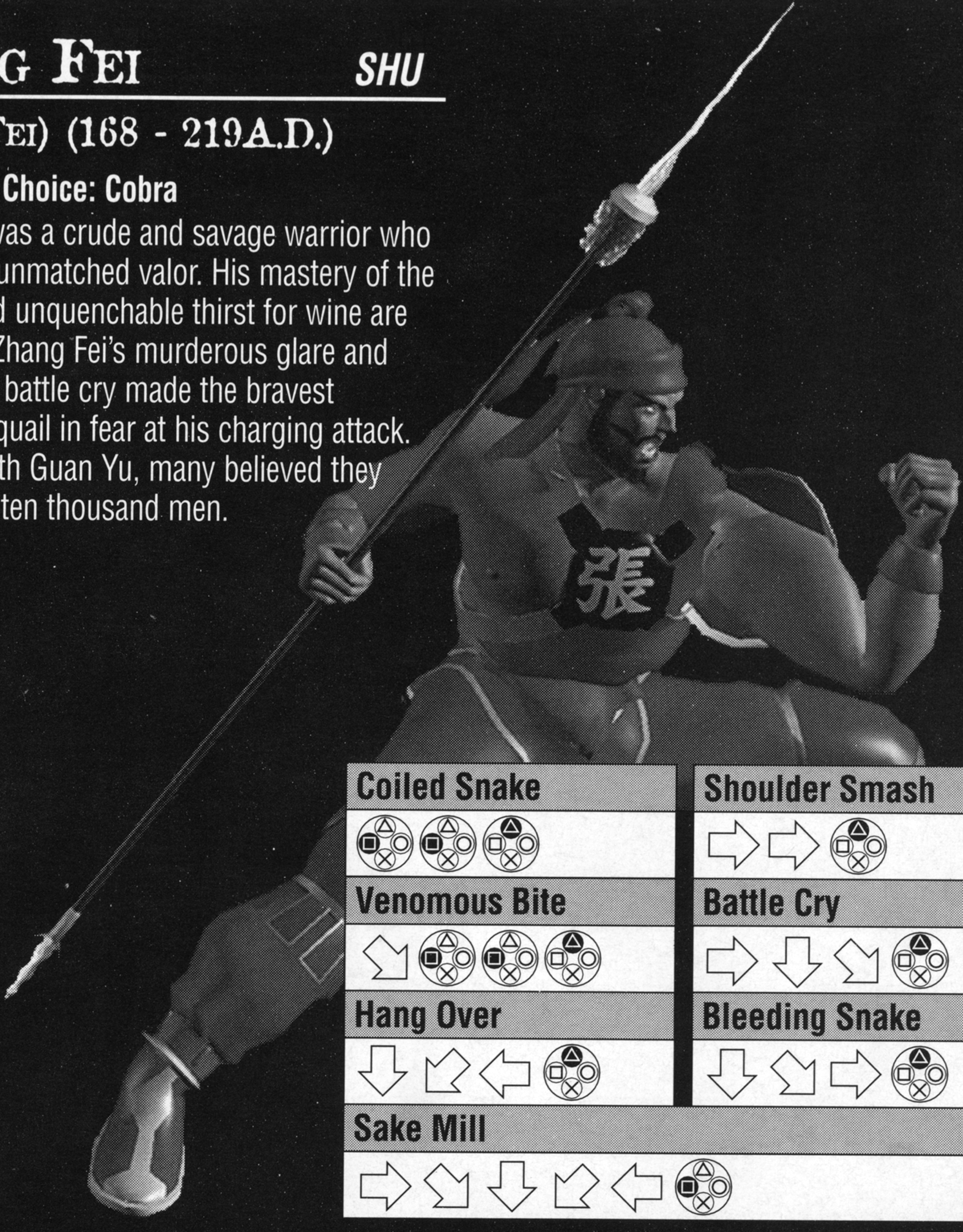
Double Slash	□ □
Flash Attack	△ □
Circle of Light	⇨ □ □
Over Hand Crush	⇩ ⇘ ⇨ □
Leg Sweep	⇩ ⇙ ⇦ □
Catapult Lunge	⇨ ⇩ ⇘ △
Hand of Justice	⇦ □ ※
Immortal Dance	After ※ □ □ △ □

ZHANG FEI **SHU**

(JANG FEI) (168 - 219A.D.)

Weapon of Choice: Cobra

Zhang Fei was a crude and savage warrior who possessed unmatched valor. His mastery of the "Cobra" and unquenchable thirst for wine are legendary. Zhang Fei's murderous glare and thunderous battle cry made the bravest opponents quail in fear at his charging attack. Together with Guan Yu, many believed they were worth ten thousand men.



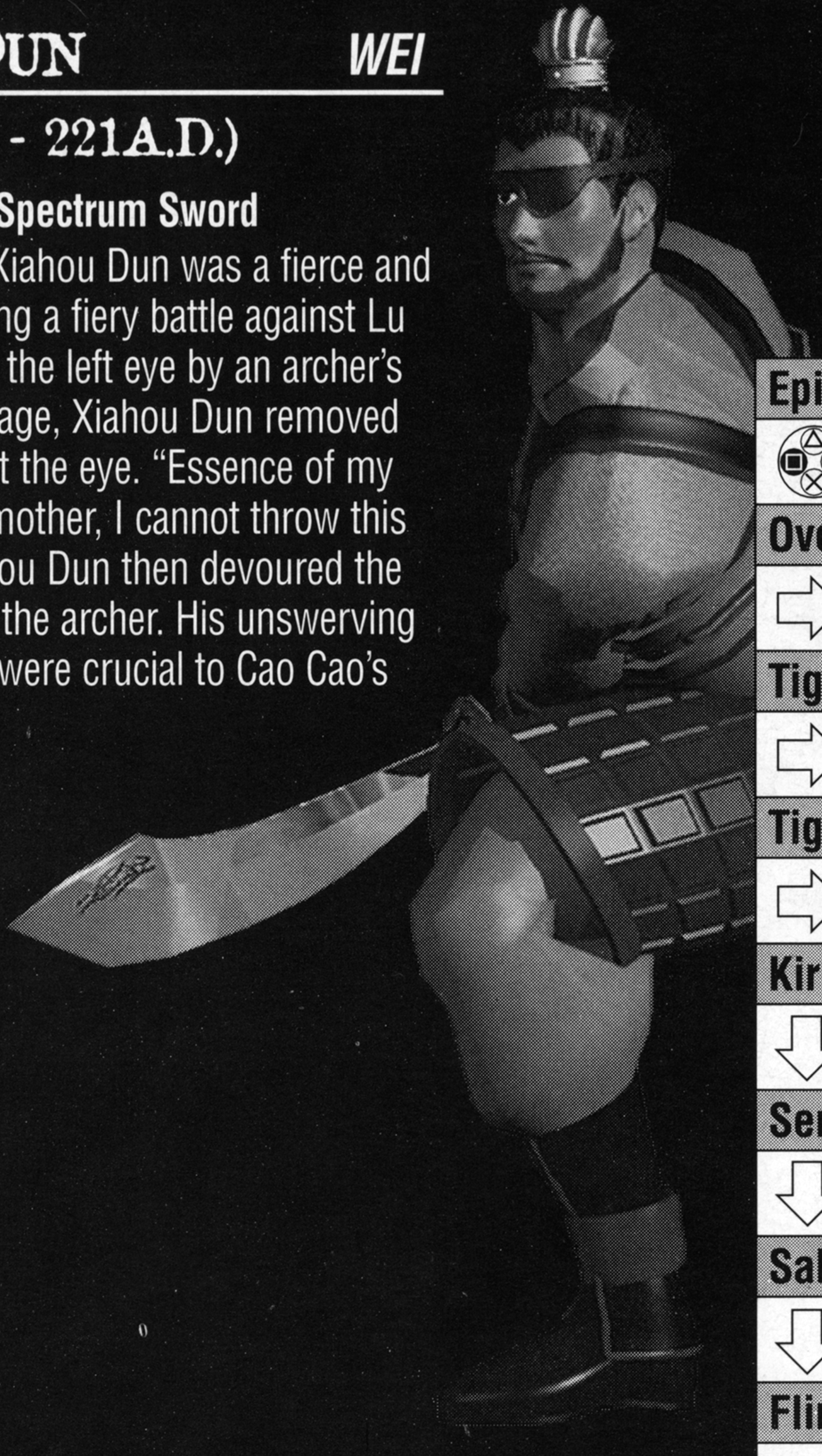
Coiled Snake	□ □ △
Shoulder Smash	→ → △
Venomous Bite	↘ □ □ △
Battle Cry	→ ↓ ↘ △
Hang Over	↓ ↙ ← △
Bleeding Snake	↓ ↘ → △
Sake Mill	→ ↘ ↓ ↙ ← □

XIAHOU DUN WEI

(SHAO DUN) (? - 221A.D.)

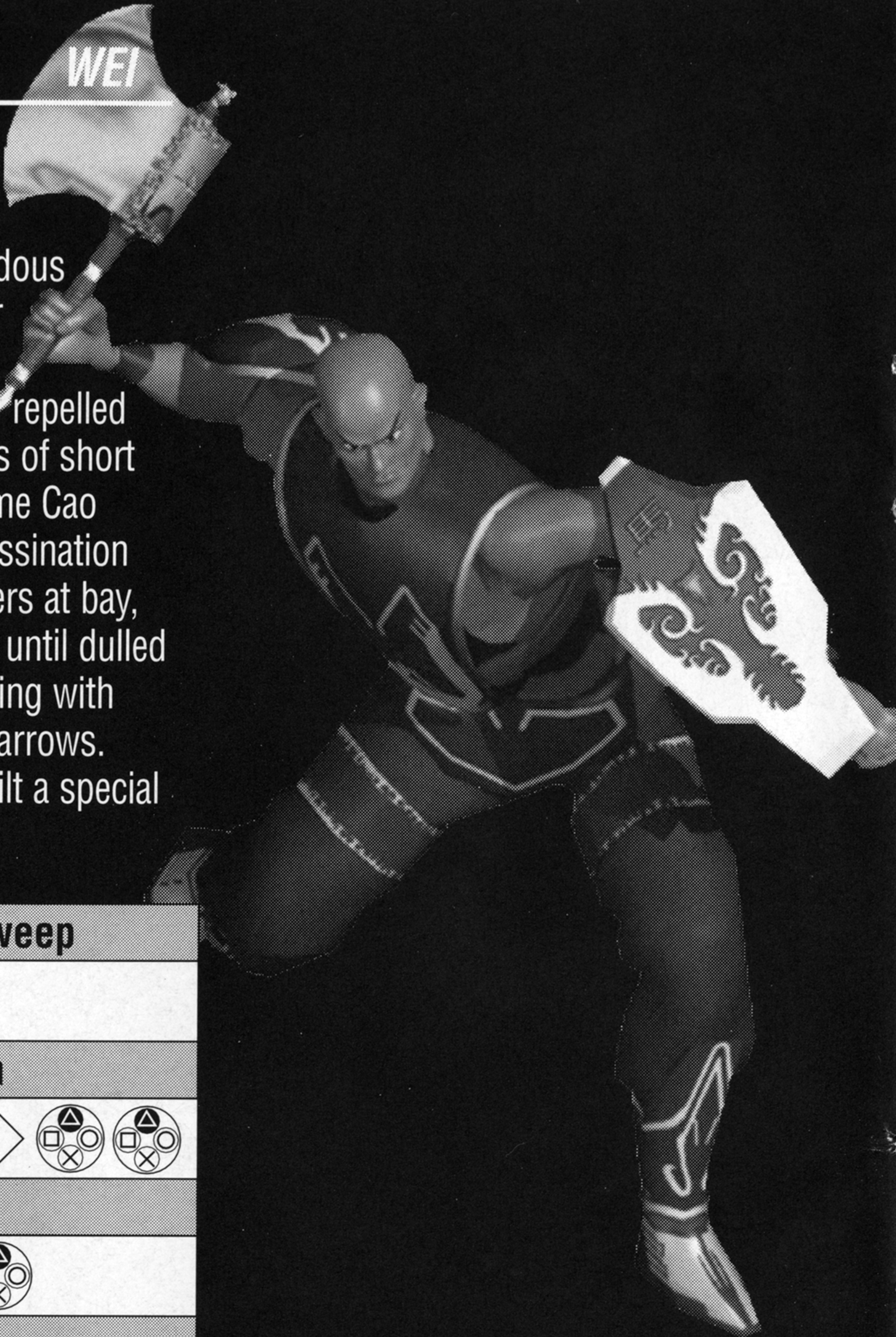
Weapon of Choice: Spectrum Sword

Cousin to Cao Cao, Xiahou Dun was a fierce and trusted warrior. During a fiery battle against Lu Bu, he was struck in the left eye by an archer's arrow. Shrieking in rage, Xiahou Dun removed the arrow, and with it the eye. "Essence of my father, blood of my mother, I cannot throw this away" he cried. Xiahou Dun then devoured the eye and slaughtered the archer. His unswerving loyalty and strength were crucial to Cao Cao's dominance in China.



Epic Slash	□ □ □ □
Overhand Slash	→ → □
Tiger Pounce Chop	→ → △ □
Tiger Pounce Slash	→ → △ △ □
Kirin Circle	↓ ↘ → □
Serrated Fist	↓ ↙ ← □
Saber Tooth	↓ ↘ → △ ※
Fling	After ※ hits △□

DIAN WEI



(DEAN WAY) (? - 197A.D.)

Weapon of Choice: Battle Ax

A man of muscular physique and tremendous appetite, Dian Wei was a ferocious fighter nicknamed "Evil Comes." Recruited by Xiahou Dun for Cao Cao's army, Dian Wei repelled the swarming enemy by launching dozens of short spears. For this courageous act, he became Cao Cao's bodyguard. During a midnight assassination attempt on his master, he held the attackers at bay, employing the swords of fallen assassins until dulled and broken. When finally reduced to fighting with fists, Dian Wei was felled by a shower of arrows. Cao Cao greatly mourned his loss and built a special memorial to honor him.

Triple-Chain Ax	□ □ □
Shield Ax Combo	△ □
Evil Comes	↓ ↙ ← △
Evil Wei Slash	← △ □
Reverse Sweep	↙ □
Skull Crush	↓ ↘ → △ △
Evil Shock	⬊ △ △
Evil Dance	→ ↓ ↘ □

XU ZHU

WEI

(SHU JU) (185 - 223A.D.)

Weapon of Choice: Mortal Thorns

Xu Zhu attracted Cao Cao's attention during a personal battle with Dian Wei. Both men battled for three days, yet a victor was undecided. Admiring his intense fighting style, Cao Cao offered him a position with his forces. Xu Zhu readily agreed, as he had long desired to serve a great warlord. Although appearing slow and sleepy, this giant bodyguard hid amazing strength. At one occasion, he grabbed the tail of an escaping bull and dragged it a hundred steps back to demonstrate his unequaled power and bravery.

Cannonball	■ ▲ ▲
Thunder Smash	▲ ■ ■
Overhand Bash	⇨ ■
Batter-up	⇩ ⇙ ⇦ ■
Passionate Destroyer	⇦ ■ ➡ ■ ⬅ ■
Earth Breaker	⇩ ⇘ ⇨ ■ ⬆ ■
Charging Bear	⇨ ⇨ ▲ ※
Spine Breaker	After ※ hits ▲■

ZHOU YU **WU**

(JO YU) (175 - 210A.D.)

Weapon of Choice: Ancestral Sword

Although known as the "Beautiful Warrior" for his bearing and handsomeness, Zhou Yu was a brave and deadly fighter who possessed great strategic genius. A close childhood friend and subject of the powerful warlord Sun Ce, Zhou Yu quickly gained a fearsome reputation in his early years and was appointed General at the age of 24. His brilliance as a commander of both army and naval forces became legendary when his forces of Wu trampled the navy of Cao Cao at the bloody Battle of Red Wall.

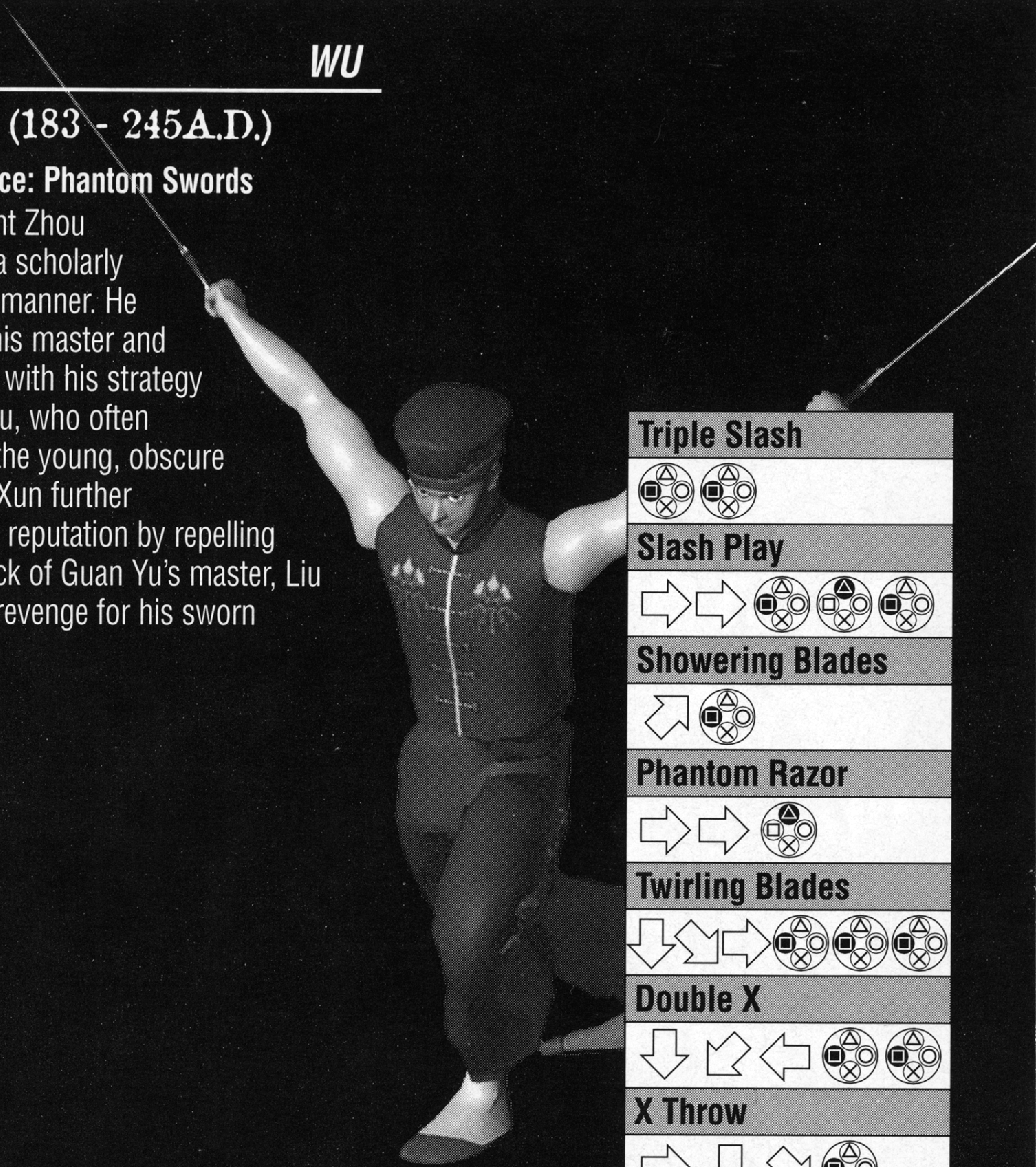
Divine Oracle	□ □ □
Supernova	△ □ △
Pommel Slash	→ △ □
Rise of the Phoenix	↗ □ □
Dancing Blade	↘ □ □
Razor Blade	↓ ↘ → □
Phoenix Stance	← □ ※
Phoenix Swoop	After ※ □ □ □

LU XUN *WU*

(LOU SHUN) (183 - 245A.D.)

Weapon of Choice: Phantom Swords

Unlike flamboyant Zhou Yu, Lu Xun had a scholarly look and patient manner. He first impressed his master and veteran generals with his strategy to defeat Guan Yu, who often underestimated the young, obscure commander. Lu Xun further strengthened his reputation by repelling the massive attack of Guan Yu's master, Liu Bei who sought revenge for his sworn brother's death.



Move	Input
Triple Slash	□ □
Slash Play	→ → □ △ □
Showering Blades	↗ □
Phantom Razor	→ → △
Twirling Blades	↓ ↘ → □ □ □
Double X	↓ ↙ ← □ □
X Throw	→ ↓ ↘ □

TAISHI CI

WU

(TAISHEE GEE) (167 - 208A.D.)

Weapon of Choice: Steel Tusks

Taishi Ci was a passionate and headstrong warrior who lived for the battlefield. He fought in personal combat against the fierce enemy warlord Sun Ce for two days, but ended in a stalemate. Later, when Taishi Ci lost his master and refused to surrender, Sun Ce captured him alive and welcomed him in his camp. Placing his embroidered robe onto the brave warrior, Sun Ce smiled "I knew you were a real hero. That worm of your lord had no use for such great warrior as you." After a banquet honoring him, Taishi Ci asked to be released to recruit soldiers of his late master. Around noon, the next day, when Sun Ce's officers were convinced of Taishi Ci's betrayal, he returned with a thousand men. Thereafter he remained loyal to Sun Ce and his successor, Sun Quan.

Three Roars	■ ■ ■
Crushing Blow	⇩ ⇘ ⇨ ■
Delayed Thrust	⇦ ▲
Charging Boar	⇩ ⇘ ⇨ ▲
Gore	⇨ ⇨ ▲
Tusk Fling	⇩ ⇙ ⇦ ■
Mauling Boar	⇩ ⇙ ⇦ ▲ ▲ ▲ ▲ ▲

Diao Chan

(Dow Chan) (176 - ? A.D.)

Weapon of Choice: Enchanted Maces

Diao Chan, a patriotic maiden of exquisite beauty, single-handedly destroyed the tyrant Prime Minister, Dong Zhuo. The day after her father had betrothed her to Lu Bu, she captivated Dong Zhuo's ardor with dance and song. Diao Chan toyed with their lust and desires until provoking Lu Bu to slay his adopted father. It was said "The eighteen armies of the confederate lords failed to kill Dong Zhuo. One Diao Chan sufficed. The couch was her battle ground, cosmetics her armor, glances her spear and dagger, frowns and smiles her bow and arrows. With pleasing words and humble phrases, she arranged surprise attacks and ambushes — a female general truly to be feared and respected."

Rippling Pond	□ □ □
Willow Kick	⇨ ⇦
Sky Dance	⇗ □
Lotus Wheel	⇨ ⇨ □
Peacock Sweep	⇩ ⇙ ⇦ □
Pirouette	⇨ ⇩ ⇘ △
Lure	⇨ ⇩ ⇘ □ □
Lure Strike	While back is toward opponent □ □

ZHUGE LIANG (JOOG LEONG) (181 - 234A.D.) *SHU*

Weapon of Choice: Spirit of Thunder

A man of supernal genius, Zhuge Liang was the paramount strategist during the Three Kingdoms era. Bearing an enchanted fan of 300-year-old, white hawk feathers, he possessed supernatural abilities to predict the weather, to summon the wind and thunder, and to pierce the schemes of great strategists such as Cao Cao and Zhou Yu. At the age of 27 when he was welcomed into Liu Bei's camp from seclusion, Zhuge Liang foretold of the Three Kingdoms design, saying "A temple vessel stands on three legs." As Shu's strategist and Prime Minister, he wielded great influence over the kingdom and the course of Chinese history.

CAO CAO (TSAO TSAO) (155 - 220) *WEI*

Weapon of Choice: Sword of Oracle

With exceptional charisma and leadership, Cao Cao was born to be a powerful ruler. Losing faith as a prosecutor of political corruption, he emerged as a ruthless warlord during China's period of anarchy. Cao Cao drew great men of talent to himself and took pride in his ability to enlist former foes, recruiting men who fought for duty and honor's sake alone. Though cunning and cruel as a military leader, Cao Cao revered scholarship in its purest forms. In particular, he was well-versed in the tactical writings of Sun Tzu. To this day, his critique of Sun Tzu's War Manual is still read.

LU BU (LOU BOO) (? - 198)

Weapon of Choice: Halberd of Eclipse

Lu Bu was the greatest martial artist and warrior of his age. Sitting astride the mighty war steed Red Hare, and brandishing his mighty halberd, he was unrivaled in his day. His name alone was enough to vanquish daunted enemies in battle. Though he was a magnificent warrior, Lu Bu was greedy, conspiring, and short-sighted. Blinded by the gift of the Red Hare, Lu Bu killed his first adopted father and switched to Dong Zhuo's side. After winning Dong Zhuo's trust as an adopted son, Lu Bu once again betrays and kills—this time as a pawn in Diao Chan's plot to assassinate Dong Zhuo.

* LIU BEI (161-223 A.D.) *SHU*

Liu Bei pledged his eternal brotherhood to Guan Yu and Zhang Fei in the famous "Peach Garden Oath," before setting out to unite China. Despite loyal followers and popular support, he served faithfully under other lords until meeting Zhuge Liang, whose wisdom made Liu Bei ruler of the Shu Kingdom.

* SUN QUAN (182 - 252A.D.) *WU*

Heir to his elder brother Sun Ce, Sun Quan rose from warlord to the Emperor of the Wei Kingdom. The success of Sun Quan's rule was aided by many talents in his court, including Sun Ce's best friend, Zhou Yu.

** Do not appear in the game.*

HISTORICAL BATTLE SITES

HU LAO GATE (TIGER TRAP GATE)

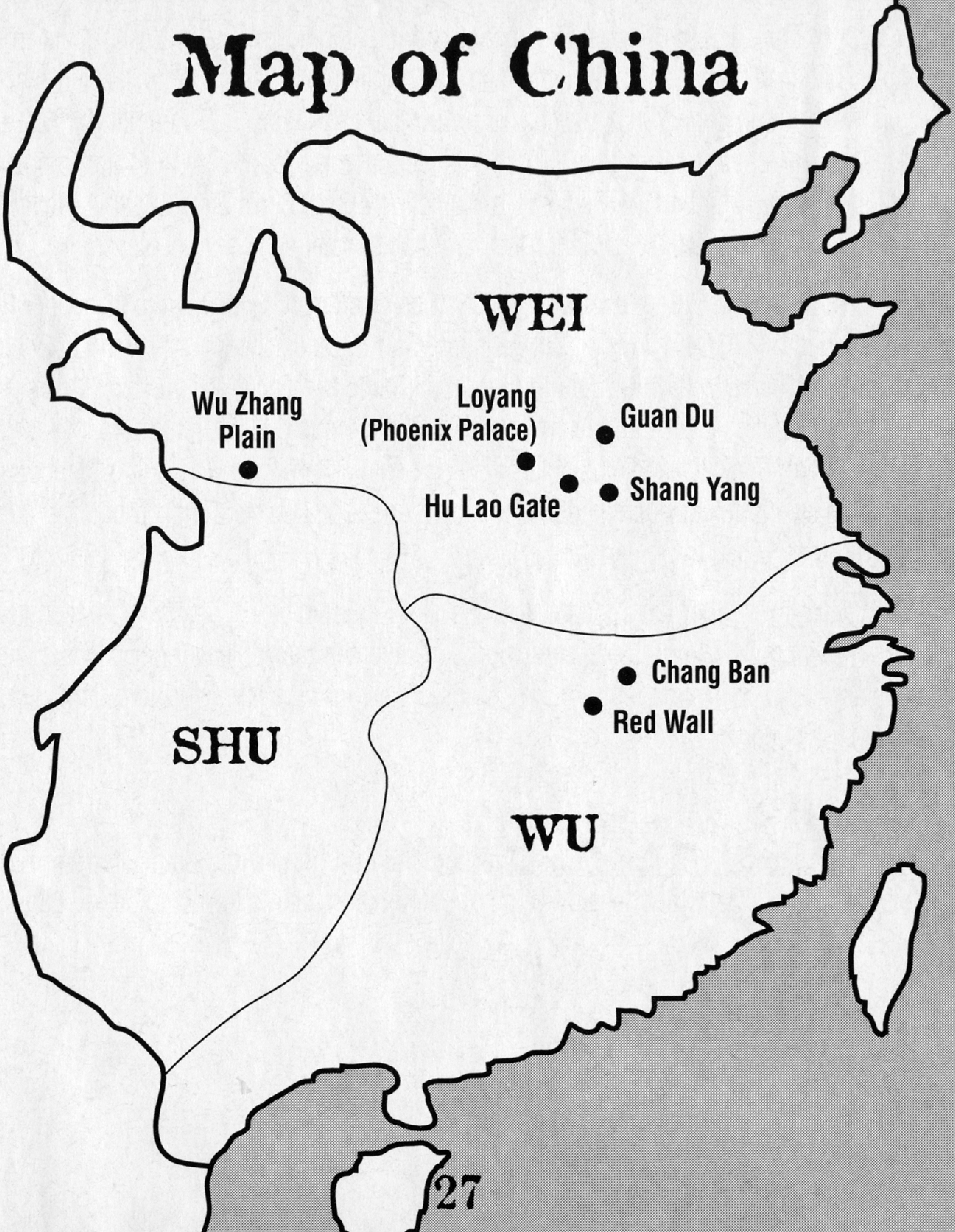
Dong Zhuo stationed his warriors here to protect the capital city of Loyang from warlords in the east. When the anti-Dong Zhuo League of 18 warlords attacked this narrow pass, Hua Xiong challenged and slew many of the worthy opponents. Amidst feelings of desparation, an unknown mounted archer proclaimed, “I offer to present Hua Xiong’s head to you personally!” “Who is this man?” demanded the head of the League. “If I fail, my head is yours” replied Guan Yu. Cao Cao heated a draft of wine for Guan Yu before he mounted. “Pour it,” said Guan Yu, “and set it aside for me. I’ll be back shortly.” Guan Yu returned and tossed Hua Xiong’s freshly severed head to the ground. An astounded general uttered, “Before the wine had time to cool, Hua Xiong lay in the dust!” After Hua Xiong’s death, Dong Zhuo placed his best warrior, Lu Bu, and 150,000 men to defend the gate. Lu Bu single-handedly met the opposition of Guan Yu, Zhang Fei and Liu Bei, but after endless challenges, he fled. This was the first major victory for the three sworn brothers.

PHOENIX PALACE The Phoenix Palace was Dong Zhuo’s palatial residence and the center stage for Diao Chan’s plot to destroy the tyrant ruler. By double-pledging her love to both Dong Zhuo and his adopted son, Lu Bu, she manipulated their affection until jealousy drove them apart. Diao Chan pleaded to Dong Zhuo that she would rather take her own life than marry the beast of Lu Bu. However, in a secret meeting with Lu Bu, she also feigned to commit suicide to prove her love, crying “Since I can never be your wife in this world I want to arrange to meet you in the next!” This convinced Lu Bu to murder Dong Zhuo.

GREAT HALL, SHANG YANG In 196 A.D., after Dong Zhuo destroyed and fled Loyang, Cao Cao took protection of Emperor Xian and opened a new capital in Shang Yang. It later became the capital of the Wei Kingdom in 202A.D.

GUAN DU Here in 200A.D.,Cao Cao battled his former anti-Dong Zhuo ally and long-term rival, Yuan Shao. Although Cao Cao had only one-tenth of Yuan Shao’s army, he seized victory with cunning tactics and the help of Guan Yu, who was captured in a previous battle. This battle was indeed a turning point for Cao Cao; gaining control of vast central China, he secured the country’s most strategic position and almost two thirds of the land. From there, he went on to established the Wei Kingdom.

Map of China


WEI
Wu Zhang Plain
Loyang (Phoenix Palace)
Guan Du
Hu Lao Gate
Shang Yang
Chang Ban
Red Wall
SHU
WU

CHANG BAN In 208A.D., Liu Bei was forced to abandon his infant son during his retreat from Cao Cao. Alone on horseback, Zhao Yun rescued Liu Bei's son from the midst of the enemy army, leaving more than fifty warriors dead in his wake. Upon Zhao Yun's triumphant return, Liu Bei cried out,"Too great the risk you ran to save this child! I very nearly lost a great captain!" Zhao Yun wept and replied "Were I ground to powder, I could not prove my gratitude." Zhang Fei then instilled fear in the hearts of Cao Cao's armies with a great roar of defiance, and destroyed the Chang Ban bridge after they crossed to safety.

RED WALL Following the victory over Liu Bei, Cao Cao challenged Sun Quan to surrender his rule in southern China. Persuaded by Liu Bei's advisor, Zhuge Liang, Sun Quan decided to ally with Liu Bei to thwart Cao Cao's ambition to conquer China. In 208 A.D., during the naval battle of Red Wall, Sun Quan's commander, Zhou Yu, employed brilliant intelligence tactics and planted spies in the famous Chain Link scheme. While an allied ship feigned surrender to set Cao Cao's linked ships ablaze, Zhuge Liang summoned the southeastern wind to fuel the fire. His inexperienced navy completely perished, but in his escape, Cao Cao retorted, "Zhou Yu is the one who defeated me, so I am not ashamed to retreat."

WU ZHANG PLAIN After Liu Bei entrusted the Shu Kingdom to Zhuge Liang, he stationed his army here to assault the Wei Kingdom. During these campaigns, he invented many cleaver devices including mechanical wagons and rapid-firing catapults. After a hundred days into the Fifth Northern Campaign, Zhuge Liang fell ill and died in the year 234.

Reference Book

Roberts, Moss. *Three Kingdoms: A Historical Novel*, Attributed to Luo Guanzhong, translated from the Chinese with afterwards and Notes by Moss Roberts, University of California Press, California / Foreign Languages Press, Beijing, 1991

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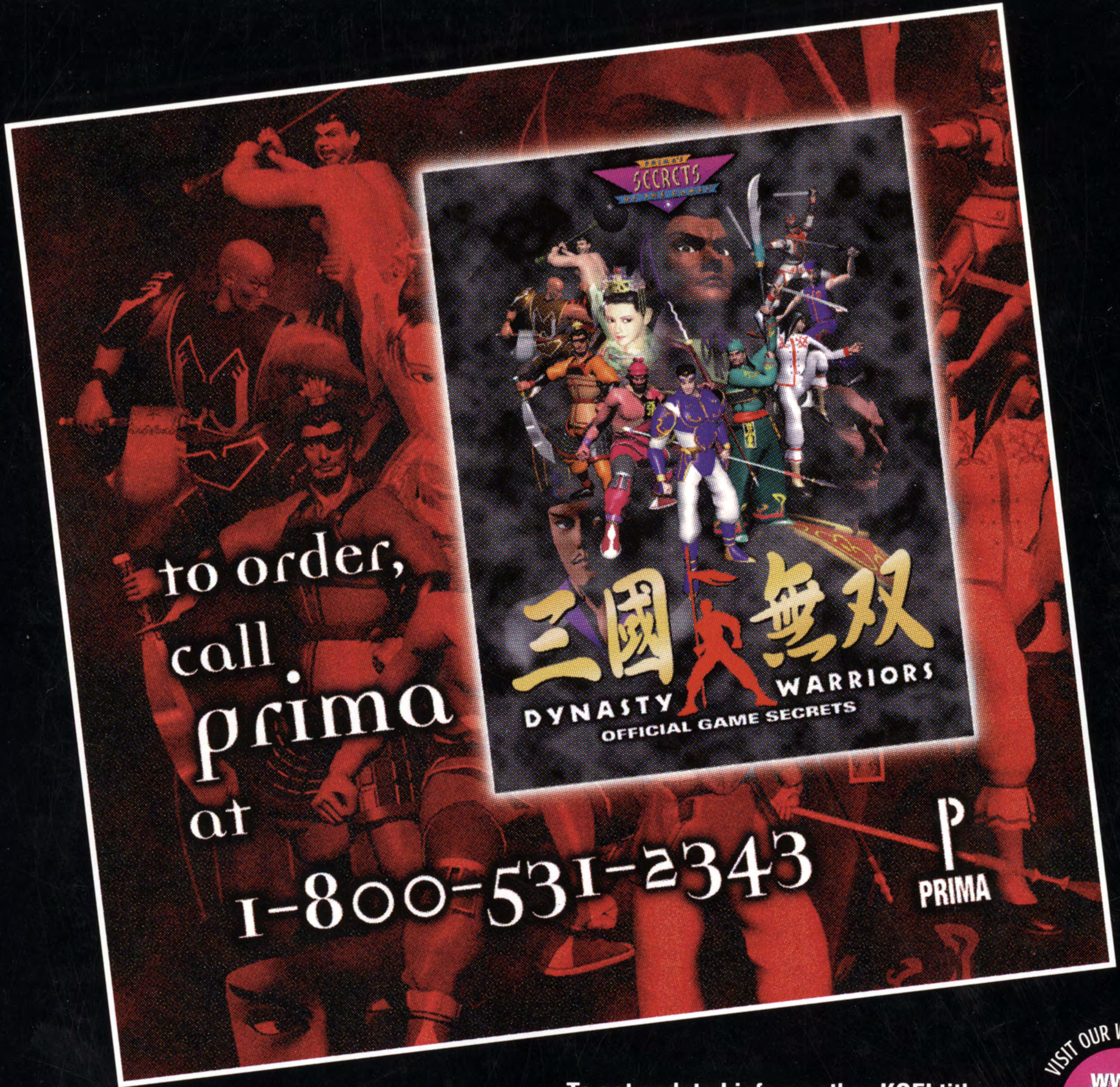
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